

New for 2019: High School 40/25 Play Clock

Play Clock

40-Second Play Clock

Regular plays where the offense keeps the ball and nothing else of consequence happens:

- Ball carrier tackled
- Ball carrier goes out of bounds
- Incomplete pass

Note: 40-second rules still apply when the offense gains a first down even though the game clock stops.

The 40-second play clock should start a couple of seconds after the play is over. The couple of seconds gives the play clock operator time to make sure there is not an official's stoppage. If the play clock operator forgets to start the play clock, the officials will use a chopping motion as a reminder.

25-Second Play Clock

When there is an official's stoppage to deal with several situations such as:

- Change of possession
- Timeout
- Scoring play
- Penalty
- Injury

Note: 25-second trumps 40-second

When the play clock is set to 25 seconds, it will start on the referee's ready-for-play signal (chopping motion with whistle).

Resetting the Play Clock

A one-handed overhead pumping motion indicates the officials want the play clock reset to 25 seconds.

If the officials cannot get the ball spotted promptly and there is less than ~20 seconds remaining on the 40-second play clock, the officials may choose to "pump up" the play clock to 25 seconds. If a running 40-second play clock is pumped up to 25, the play clock should continue to run after the reset (in other words immediately count down from 25).

A two-handed overhead pumping motion indicates the officials want the play clock set to 40 seconds.

Game Clock

There are no changes to the game clock rules. The game clock and the 40-second play clock will often not be in sync.

Examples of when the 40-second play clock and game clock will start at different times:

- **Run that gains a first down:** On 1st & 10, there is a 20-yard run up the middle for a first down
 - Play clock is set to 40 and starts automatically a couple of seconds after the runner is down
 - Game clock stops when the play ends and will start when the referee winds the clock (with whistle)
- **Incompletion:** On 3rd & 5, there is an incomplete pass
 - Play clock is set to 40 and starts automatically a couple of seconds after the incompletion
 - Game clock stops until the next snap